CLAIMS

1. A computer system comprising:

a memory device to store a plurality of texture coordinates associated with vertices of three dimensional objects;

a graphics device to couple to said memory device and to process internal texture coordinates for display; and

a mapping system to appropriately route select ones of said plurality of texture coordinates from said memory device to said graphics device.

2. The computer system of claim 1, further comprising a display device to display an image based on an output of said graphics device.

3. The computer system of claim 1, wherein said graphics device comprises a plurality of mapping engines each to process a separate one of said internal texture coordinates.

4. The computer system of claim 3, wherein said graphics device further comprises a plurality of registers, each corresponding to a separate one of said plurality of mapping engines.

5. The computer system of claim 4, wherein a value within each of said registers corresponds to a source of the texture coordinate for said corresponding mapping engine.

6. The computer system of claim 5, wherein said source comprises one of: a default and one of said plurality of said texture coordinates in said memory device.

7. The computer system of claim 4, wherein said mapping system assigns a value into each register to select the appropriate texture coordinate.

8. A computer system comprising:

a memory device to store a plurality of texture coordinates associated with vertices of three dimensional objects;

a graphics device having a plurality of mapping engines each to map at least one of said objects based on a plurality of internal texture coordinates; and

a mapping system to transfer select ones of said plurality of texture coordinates in said memory device to said mapping engines without transferring unselected ones of said plurality of texture coordinates from said memory device to said graphics device.

9. The computer system of claim 8, further comprising a display device to display an image based on an output of said graphics device.

10. The computer system of claim 8, wherein said graphics device further includes a plurality of registers, each corresponding to a separate one of said plurality of mapping engines.

11. The computer system of claim 10, wherein said mapping system assigns a value to each register so as to select a source of the internal texture coordinates for each of said mapping engines.

12. The computer system of claim 11, wherein said source comprises one of: a default and one of said plurality of said texture coordinates in said memory device.

13. A graphics device for creating an image based on internal texture coordinates received from a memory device, said graphics device including a plurality of mapping engines and a plurality of registers, each register corresponding to a source of texture coordinate values for one of said mapping engines.

14. The graphics device of claim 13, further comprising a display device to display said image based on an output of said graphics device.

15. The graphics device of claim 13, wherein said source comprises one of: a default and one of a plurality of said texture coordinates stored in said memory device.

16. The graphics device of claim 13, wherein a mapping system appropriately selects the texture coordinates for routing to each of the mapping engines.

17. A method comprising:

receiving a plurality of texture coordinate values in a memory device, said plurality of texture coordinates being associated with vertices of three dimensional objects;

selecting ones of said plurality of texture coordinate values for mapping of at least one of said objects; and

transferring said select ones of said plurality of texture coordinates values from said

memory device to mapping engines.

18. The method of claim 17, wherein said select ones of said plurality of texture coordinates are transferred from said memory device to said mapping engines without transferring unselected ones of said plurality of texture coordinates.

19. The method of claim 17, wherein said selecting comprises associating a source of texture coordinates for each of said mapping engines.

20. The method of claim 19, wherein said associating comprises, for each mapping engine, setting a value of a register corresponding to said each mapping engine.

21. The method of claim 20, wherein said value corresponds to one of: a default value and one of said plurality of texture coordinates values.

22. A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform a method comprising:

selecting ones of a plurality of texture coordinate values in a memory device, said plurality of texture coordinates values being associated with vertices of three dimensional objects; and

transferring said select ones of said plurality of texture coordinates values from said memory device to mapping engines.

23. The program storage device of claim 22, wherein said select ones of said plurality of texture coordinates are transferred from said memory device to said mapping engines without transferring unselected ones of said plurality of texture coordinate values.

24. The program storage device of claim 22, wherein said selecting comprises associating a source of texture coordinates for each of said mapping engines.